
Title: Notes on the Void

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I present this collection of essays on the Ethereal Void and its cosmology. I have collected these from many sources. I cannot verify the accuracy of all information since I am only willing to risk my own sanity and life so much.

- Sigmel of Umbra

The Nature of the Vortex

By Bartholomew the Tall

To understand the Ethereal Void, one must start with certain base principles of magic. While many living things contain mana, the greatest wells of magic are land itself. To use these, one must understand leylines. Leylines are powerful geometric alignments of mystical places that resonate with mana. The locations involved in a pattern determine the type of mana produced. The various leylines of our world are like a spider's web.

Not all points of this web are the same. Like the spider web in a dark ceiling corner, some strands touch the walls of some larger structure. These places poke through the bindings of reality and enter the Ethereal Void. One very practical application of this is the natural moongate nexus that connects so many

points in our world.

Some have described the
Ethereal Void as a sky
full of stars where one
travels as if by thought.
Some describe it as
empty, but they are
mistaken. The Void is not
an empty waste, but
more a dark ocean or
vortex with a hundred
currents to get lost on.
It connects our world to
the distant past of Old
Sosaria and to
tomorrow's possibilities.

It also connects to
terrible places even
demons fear.

The Dark Path
By Unknown

The Dark Path is some
ancient artifact crafted
by an unknown party that
allowed travel through the
Ethereal Void. Travel on
the path requires a
serpent jawbone, likely a
tribute to the powers
that maintain the path.
All of the trails on the
Path lead to a central
area that has exits to
the domains of Fire, Air,
Water, and Earth. Some
say that there was
originally an Obelisk at
the center of these
doorways, but that it was
destroyed long ago.

Those who find a way to
walk the Path or observe
it from a carefully
constructed Observatory
can gain access to great
power, but just as likely
be crushed like an insect
by a great power. The
Dark Path was once
easily navigated, but a
cataclysm twisted and
broke many of the trails.
This doesn't help the
sanity of those who

travel on this Path.
Elemental Places
By Jeram the Wise

There is an old myth
that the greatest
elementals, those called
the Titans, travelled from
the cradle of Sosaria
into the Ethereal Void.
Each explored as was his
or her way: Stratos -
the Emissary, Hydros -
the Silence, Lithos - the
Defiler, and Pyros - the
Conqueror. Each found a
place in the Ether and
built a domain.

Some mages could once
call on the power of
those domains when
casting, but now, many of
the paths through the
Ether are gone.